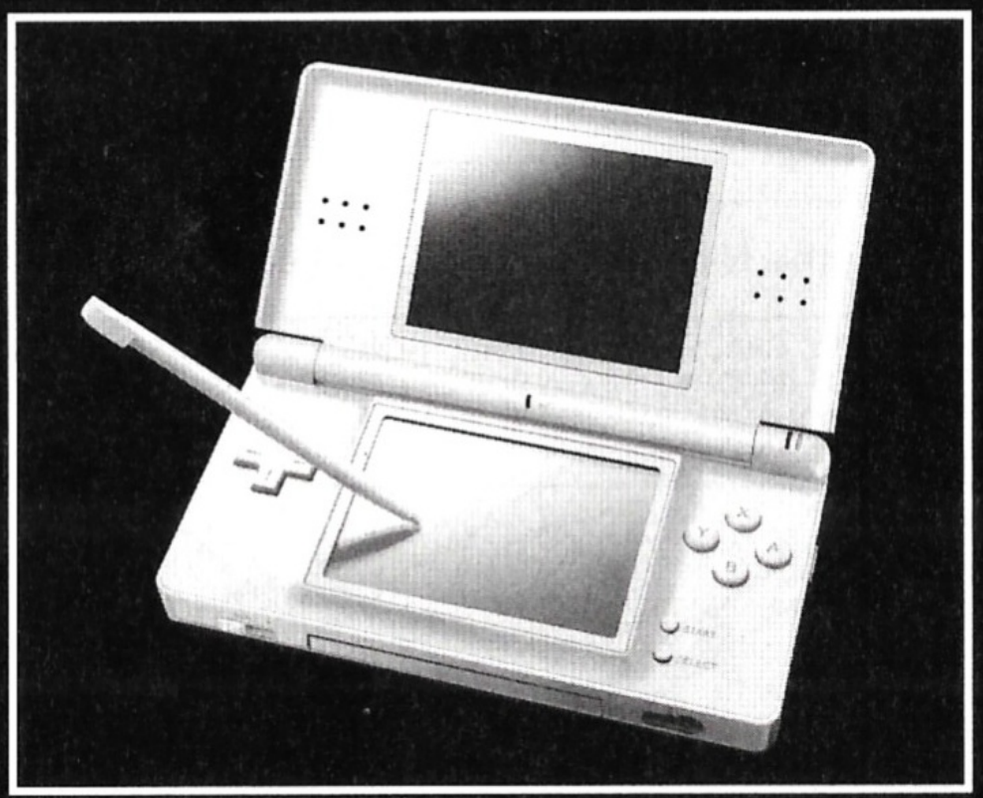
USG-UKV-1

NINTENDO DS™ Lite



INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Original Nintendo Seal of Quality™

Thank you for selecting the Nintendo DS™ Lite system.

WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION. PLEASE KEEP THIS BOOK FOR FUTURE REFERENCE.

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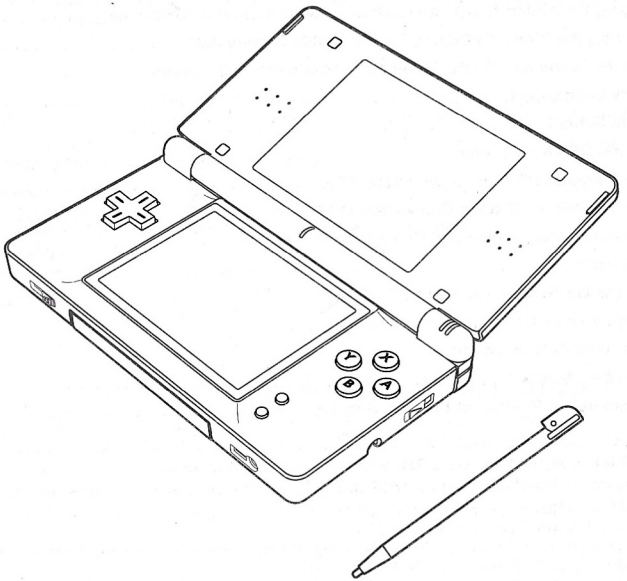

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IMPORTANT: Compatibility with Game Boy Games & Accessories

The Nintendo DS Lite (USG-001) will **NOT** work with the following games or accessories:

- Original Game Boy™ Game Paks (DMG-09)
- Game Boy™ Color Game Paks (CGB-002)
- Universal Game Link™ cable (CGB-003) and Game Boy Advance Game Link™ cable (AGB-005)
- Game Boy Advance™ Wireless Adapter (AGB-015)
- Game Boy™ micro Wireless Adapter (OXY-004)
- Game Boy™ micro Game Link™ cable (OXY-008(EUR))
- Game Boy™ micro Converter Connector (OXY-009)
- NINTENDO GAMECUBE™ Game Boy Advance™ cable (DOL-011)
- Game Boy™ camera (MGB-006)
- Game Boy™ printer (MGB-007)

The Nintendo DS Lite is compatible with Game Boy Advance Game Paks (AGB-002) in **Single-Player Mode**.

1 Health and Safety Precautions

IMPORTANT SAFETY INFORMATION – READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

⚠ WARNING – SEIZURES

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation**.

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING – REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the Nintendo DS Lite Stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING – BATTERY LEAKAGE

The Nintendo DS Lite contains a Lithium Ion Rechargeable Battery Pak. Leakage of ingredients contained within or combustion of the Lithium Ion Battery can cause personal injury as well as damage to your Nintendo DS Lite.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage, combustion and explosion:

- Do not expose the battery to excessive physical shock or vibration.
- Do not disassemble, attempt to repair or deform the battery.
- The Lithium Ion Battery must not be short circuited. Do not touch the terminals of the battery with any foreign materials or a metal object.
- Do not expose the battery to heat or dispose of in a fire.
- Do not peel or damage the battery label.
- Do not use a battery if the plastic cover has been torn or compromised in any way.
- Do not insert or remove battery while the power is on.
- The Nintendo DS Lite Rechargeable Battery Pak is only to be recharged under adult supervision.
- When recharging the Nintendo DS Lite Battery Pak, only use the Nintendo DS Lite Power Supply included with this system.
- Use the Nintendo DS Lite Rechargeable Battery Pak only for the Nintendo DS Lite system.
- The battery is to be removed from the Nintendo DS Lite before disposing of the unit.
- Do not submerge the battery, wet it with water or any other liquid.
- In case of inappropriate handling of the Lithium Ion Battery (e.g. during replacement of the battery) there could be a risk of combustion or explosion. The battery must not be deformed, crushed, pierced or exposed to temperatures above 60 degrees Celsius. Furthermore, do not allow a metal object to touch the terminals of the battery. Do not use any battery other than the Nintendo DS Lite Rechargeable Battery Pak (USG-003). There could be a risk of fire or explosion if you use another type of battery.

Do not remove the Rechargeable Battery Pak from the Nintendo DS Lite unless it needs to be replaced.

When disposing of the battery, follow appropriate local guidelines and regulations. For information on battery disposal contact your local solid waste authority.

If liquid comes into contact with the Battery Pak, do not reuse it.

Replacement Battery Paks are sold separately. Please contact your Nintendo Service Centre for further information on where to purchase a replacement. If you do not want to replace the Battery Pak on your own, you may send your Nintendo DS Lite to the Nintendo Service Centre to have the Battery Pak exchanged by an authorised technician.

⚠ WARNING – RADIO FREQUENCY INTERFERENCE

The Nintendo DS Lite can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS Lite within 25 centimetres (10 inches) of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS Lite without first consulting your doctor or the manufacturer of your medical device.

⚠ WARNING – THE USE OF NINTENDO DS LITE ON BOARD AEROPLANE, IN HOSPITALS AND AIRPORTS

Operation of the Nintendo DS Lite when it is NOT in Wireless Mode, may be allowed on board aeroplane, in hospitals, and in airports just like any other non-wireless device would be. You will know when your Nintendo DS Lite is in Wireless Mode when the Power Indicator LED (green or red) rapidly blinks to indicate that wireless communication is in progress. The Power Indicator LED will blink rapidly when you are in PictoChat™, playing any game in Multi-player Mode, or downloading a game to another unit.

Observe and follow all regulations and rules regarding the use of wireless devices in locations such as hospitals, airports, or on board aeroplane. In order to comply with airline regulations, do not use PictoChat, or play the Multi-player Modes of Nintendo DS games while on board an aeroplane. Operation in these locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

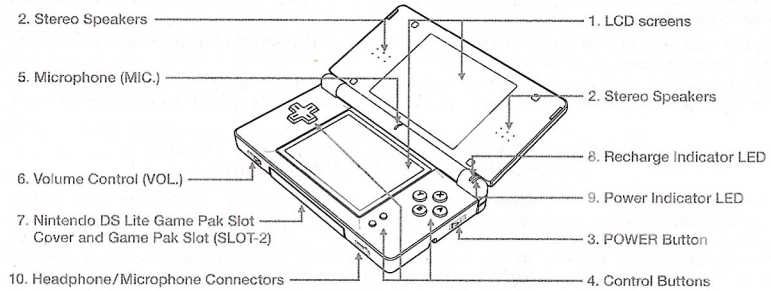
This product is a complex electronic device that can be damaged by direct physical impact. A protective carrying case (sold separately) may help prevent problems related to impact damage.

Refer to the separate Nintendo DS Health and Safety Precautions Booklet for additional information on hardware and software precautions and maintenance.

Please carefully read the following instructions before setup or use of the Nintendo DS Lite. If, after reading all of the instructions, you still have questions, please contact the Nintendo Service Centre.

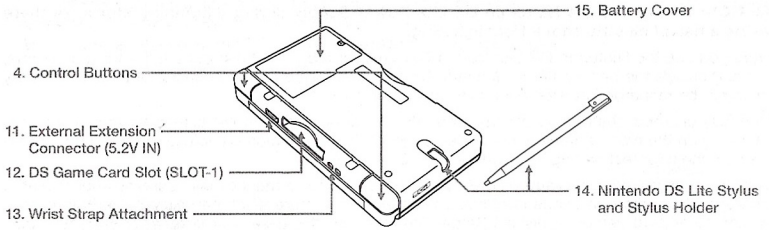
NOTE: This product does not contain latex, lead, mercury, cadmium, hexavalent chromium, PBB or PBDE.

2 Nintendo DS Lite Components


2. Stereo Speakers
1. LCD screens
5. Microphone (MIC.)
2. Stereo Speakers
8. Recharge Indicator LED
6. Volume Control (VOL.)
9. Power Indicator LED
7. Nintendo DS Lite Game Pak Slot Cover and Game Pak Slot (SLOT-2)
3. POWER Button
10. Headphone/Microphone Connectors
4. Control Buttons

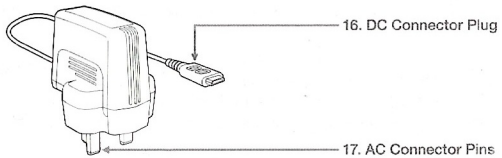
1. **LCD screens** – Twin backlit colour liquid crystal displays. The lower display (the Touch Screen) is touch sensitive and should only be operated with a Nintendo-licensed stylus.
   CAUTION: When opening the DS Lite, keep your fingers away from the hinge to avoid pinching them.
2. **Stereo Speakers**
3. **POWER Button** – Turns system on or off. To prevent turning the system off accidentally during game play, you must hold the POWER Button in the Up position for a few moments before it will turn off.
4. **Control Buttons** – The ✚ Control Pad, A, B, X, and Y Buttons, L and R Buttons, and START and SELECT. Used for game play control. See the instruction booklet for the game you are playing for specific game control information.
5. **Microphone (MIC.)** – Can only be used with specially designed games that incorporate the microphone feature.
6. **Volume Control (VOL.)** – Slide to the right to increase volume and left to decrease.
7. **Nintendo DS Lite Game Pak Slot Cover (USG-005) and Game Pak Slot (SLOT-2)** – Remove the cover when using Game Boy Advance Game Paks or Nintendo DS accessories (sold separately). Keep the cover in place when not using SLOT-2 to prevent contamination from dust or other foreign material. **Not compatible with Game Boy or Game Boy Color Game Paks.**
8. **Recharge Indicator LED** – Lights orange while the battery is being recharged and turns off when charging is complete.
9. **Power Indicator LED** – Indicates power is on or off and battery life. The green colour will change to red when battery charge becomes low. When the LED turns red, save your game and recharge the battery to prevent loss of game data.
   • Rapid blinking of the LED shows that wireless communication is in progress.
   • Slow blinking shows that the Nintendo DS Lite is in **Sleep Mode**.

NOTE: If you close the Nintendo DS Lite while the power is on, it will automatically switch to power-saving **Sleep Mode**. It will resume normal mode when opened again.


15. Battery Cover
4. Control Buttons
11. External Extension Connector (5.2V IN)
12. DS Game Card Slot (SLOT-1)
14. Nintendo DS Lite Stylus and Stylus Holder
13. Wrist Strap Attachment

10. **Headphone/Microphone Connectors** – For connection of stereo headphones, external microphone or headset (each sold separately).
11. **External Extension Connector (5.2V IN)** – Allows connection of Nintendo DS Lite Power Supply (included) for recharging the battery or operation of the Nintendo DS Lite using household mains power.
12. **DS Game Card Slot (SLOT-1)** – For loading a Nintendo DS Game Card (sold separately).
13. **Wrist Strap Attachment** – For attachment of a wrist strap (not included).
14. **Nintendo DS Lite Stylus and Stylus Holder** – Always replace the Nintendo DS Lite Stylus into the stylus holder after use.
15. **Battery Cover** – Can be removed to replace the Rechargeable Battery Pak.
    See page 12 for more information on battery replacement.
16. **DC Connector Plug** – Connects to External Extension Connector (5.2V IN) for recharging the Battery Pak or when using household current.
17. **AC Connector Pins** – Pins for use in a standard 230-volt household electrical socket.

Nintendo DS Lite Power Supply (USG-002(UKV))



3 Charging the Nintendo DS Lite Rechargeable Battery Pak (USG-003)

CAUTION: Do not use the Nintendo DS Lite Power Supply during a lightning storm, as there may be a risk of electric shock from lightning.

Before you use the Nintendo DS Lite for the first time, or after you have not used it for a long time, you must charge the battery. (If the Nintendo DS Lite is not used for long periods of time, the battery should still be recharged at least once every six months.)

When fully charged, the battery will last from 15–19 hours on the lowest screen brightness setting, depending on the type of game activity. (See page 16, for information on adjusting the screen brightness.) On the brightest setting, the battery life is 5–8 hours.

The battery can be recharged approximately 500 times, but performance may decrease after repeated recharges, depending on usage conditions such as temperature. (Optimal charging temperature is between 10 and 40 degrees Celsius.) Battery life may also decrease over time. After 500 recharges, battery life may be only 70 % of the battery life at the time of purchase.

It takes approximately three hours to recharge the battery. (The actual time varies depending on how much battery life you have left.) When the Power Indicator LED turns red, save your game and recharge the battery to prevent loss of game data. You can play games while recharging the battery, but the recharge time will be longer.

IMPORTANT: The Nintendo DS Lite Power Supply (USG-002(UKV)) is only for use with the Nintendo DS Lite portable video game system. It is not compatible with any other Nintendo system.

1. Insert the DC Connector Plug from the Power Supply into the External Extension Connector (5.2V IN) on the back of the Nintendo DS Lite. (Illustration 1)

   IMPORTANT: Be sure the DC Connector Plug is facing in the correct direction before inserting into the External Extension Connector to avoid damaging either the DC Connector Plug or External Extension Connector.

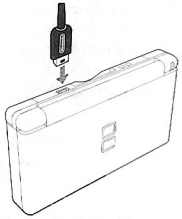


Illustration 1

2. Insert the pins of the Power Supply into a standard 230-volt AC wall socket. Be sure that the pins are fully inserted into the socket. The Recharge Indicator LED will light orange until the battery is fully charged. You can use the Nintendo DS Lite while recharging; however, it will take longer to recharge the battery. (Illustration 2)

   When you use the Nintendo DS Lite while recharging, the Recharge Indicator LED may remain on even when charging is complete.

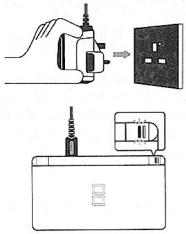


Illustration 2

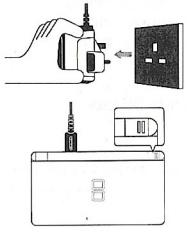


Illustration 3

3. When fully charged, the Recharge Indicator LED will turn off. Remove the Power Supply from the wall socket. Then remove the DC Connector Plug from the External Extension Connector. (Illustration 3)

   IMPORTANT: When disconnecting any plugs from the Nintendo DS Lite or wall socket, carefully pull by the plug itself rather than by the cord. Do not wrap the Power Supply cord around the Nintendo DS Lite.

- The Nintendo DS Lite must only be used with the Nintendo DS Lite Power Supply.
- The exclusive Power Supply conforms to Low Voltage Directive (73/23/EEC).
- Power Supplies used with the Nintendo DS Lite should be regularly examined for damage to the cord, plug enclosure and other parts.
- In the event of damage the Power Supply must not be used until the damage has been repaired.
- The Nintendo DS Lite is not intended for children under 3 years old.
- The Power Supply is not a toy.
- The Nintendo DS Lite Power Supply is for indoor use only.
- If the external flexible cable or cord of the Power Supply becomes damaged, it should be replaced by the Nintendo Service Centre in order to avoid any potential hazards.
- The Nintendo DS Lite should be disconnected from the Power Supply before cleaning.
- Please note that the device and, in particular, the battery must be kept out of reach of very young children.

4 Replacing the Nintendo DS Lite Rechargeable Battery Pak

If it becomes necessary to replace the Rechargeable Battery Pak, use the following procedure. This procedure should be performed by an adult. Replacement Battery Paks are sold separately. Please contact your Nintendo Service Centre for further information on where to purchase a replacement. If you do not want to replace the Battery Pak on your own, you may send your Nintendo DS Lite to the Nintendo Service Centre to have the Battery Pak exchanged by an authorised technician.

1. Always turn the power off and disconnect the Power Supply before replacing the Battery Pak.

2. Using a precision screwdriver, loosen the screw on the Battery Cover (Illustration 4). Remove the Battery Cover and retain. Always use an appropriate screwdriver for the screw. Using the wrong screwdriver may damage the head of the screw and you will not be able to remove the Battery Cover.

3. Use the protrusion at the end of the Battery Pak to remove it from the Nintendo DS Lite. (Illustration 5)

4. Insert a new Rechargeable Battery Pak into the Nintendo DS Lite. Make sure to orient the battery correctly, as shown in illustration 6.

5. Replace the Battery Cover in its original position and carefully tighten the screw.

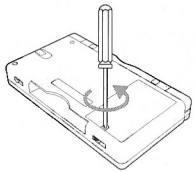


Illustration 4

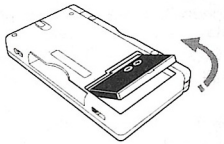


Illustration 5

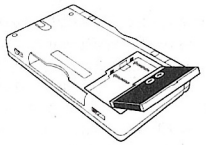


Illustration 6

5 Using the Nintendo DS Lite Stylus (USG-004) and Touch Screen

The lower LCD screen, or Touch Screen, is touch sensitive. For Nintendo DS games that include this game control feature, operate the screen by using the included Nintendo DS Lite Stylus. Lightly touch or slide the Nintendo DS Lite Stylus across the Touch Screen. (Illustrations 7 and 8)

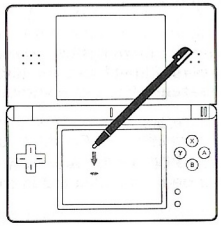


Illustration 7

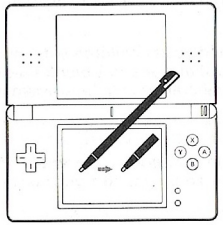


Illustration 8

IMPORTANT NINTENDO DS LITE STYLUS AND SCREEN GUIDELINES:

- ONLY use the Nintendo DS Lite Stylus on the LOWER Touch Screen.
- Use only enough pressure to operate the game. Excessive pressure may damage the Touch Screen.
- Do not use the Nintendo DS Lite Stylus if it is broken.
- Use only a Nintendo-licensed stylus on the Touch Screen.
- Replace the Nintendo DS Lite Stylus in the stylus holder when not in use.
- If you use a screen protector on your Nintendo DS Lite, use only a Nintendo-licensed screen protector, and use it only on the Touch Screen.

SCREEN CLEANING PROCEDURE:

If the screens on your Nintendo DS Lite have visible smudges, fingerprints on them or are contaminated with foreign material, they may not work properly and can become more damaged. You can clean them by using a soft clean cloth such as a lens or eyeglass cleaning cloth.

1. Slightly dampen the cloth with water ONLY and wipe off the screens to loosen any dirt or foreign material.
2. Using a dry cloth, wipe the screens to dry them and finish the cleaning process. If needed, repeat the process.

If the Touch Screen still does not work after cleaning, please contact the Nintendo Service Centre.

6 Privacy Information

PictoChat™ is not an internet application. However, when using PictoChat, you can communicate with up to 15 other Nintendo DS Lite or Nintendo DS users within range of your Nintendo DS Lite (approximately 20 metres). Such users will be able to see your nickname and messages. To protect your privacy, do not give out personal information such as last name, phone number, age, e-mail or home address when communicating with others.

An adult should assist children with system setup and instruct them not to use personal information. PictoChat does not block messages from strangers. Similar to unmonitored internet chat rooms, children should be warned about receiving messages from, or communicating with, strangers.

Whatever date you choose to enter as your month/day of birth (the year is not asked for) during system setup, an "It's your birthday" message will be communicated in the chat room on that date.

For more information, visit http://dsprivacy.nintendo-europe.com

7 System Setup

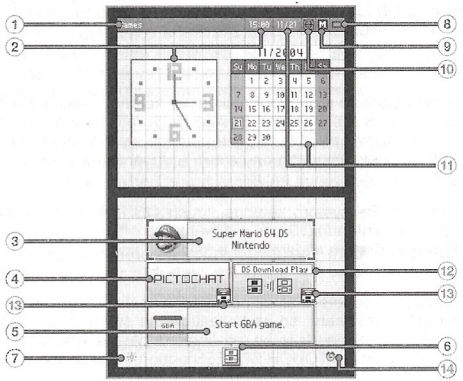
The first time the Nintendo DS Lite is turned on, you will be asked to select the screen language. Use the ✚ Control Pad or Nintendo DS Lite Stylus to select a language, then touch YES or press the A Button.

Follow the on-screen instructions to input your nickname, screen colour, date, time, and month and day of birth (not the year). Press the B Button to step backward through this process if you would like to change the settings. You will be able to change these settings later from the **Settings Menu**, please see pages 24–28. For help using the on-screen keyboard, see page 23.

Once you have finished with the system settings, touch QUIT. A confirmation message will then appear. If you touch YES, the Nintendo DS Lite will be turned off automatically. Turn the power on to go to the **Nintendo DS Menu Screen** shown on the following page.

As with all new Touch Screen products, a small percentage of Nintendo DS Lite systems may require recalibration after their initial shipment, so as to realign the stylus with the Touch Screen. If you suspect that your Nintendo DS Lite needs to be recalibrated, please refer to page 28 for a description and instructions on how to adjust the TOUCH SCREEN option in the **Settings Menu**.

8 Nintendo DS Menu Screen



1. **User Name** – Can be adjusted from the **Settings Menu**. (Page 27)
2. **Clock/Alarm and Current Time** – Can be adjusted from the **Settings Menu**. (Page 26)
3. **DS Game Selection Panel** – Select to play a Nintendo DS Game Card inserted into SLOT-1. (See "Using Nintendo DS Game Cards (NTR-005)" on the following page.)
4. **PictoChat Selection Panel** – Select to begin a PictoChat session. (See "PictoChat" on pages 21–22.)
5. **Game Boy Advance Game Pak Selection Panel** – Select to play a Game Boy Advance Game Pak inserted into SLOT-2. (See "Using Game Boy Advance Game Paks (AGB-002)" on page 18.)
6. **Settings Menu Panel** – Select this panel to go to the **Settings Menu** to change initial setup information and other settings. (Pages 24–28)
7. **Display Brightness** – Touch to select from four levels of screen brightness. **NOTE: The battery will discharge faster on brighter settings.**
8. **Power Indicator Icon** – Shows battery charge. This is green while the battery has a normal charge and will change to red when the battery charge gets low.

9. **Screen Start-up Mode Icon** – This icon shows which **Start-up Mode** the Nintendo DS Lite will use when turned on.
   - In **Auto Mode**, the Nintendo DS Lite will automatically load a game if there is one in SLOT-1 or SLOT-2. The Nintendo DS Lite will load a Nintendo DS Game Card automatically if both slots have games loaded.
   - In **Manual Mode**, the **Nintendo DS Menu Screen** will appear.

   You can switch mode from the **Settings Menu**. (Page 25)
10. **Game Boy Advance Display Screen Icon** – This icon indicates which screen will display Game Boy Advance games. Can be adjusted from the **Settings Menu**. (Page 25)
11. **Calendar and Current Date** – Can be adjusted from the **Settings Menu**. (Page 26)
12. **DS DOWNLOAD PLAY Selection Panel** – Select to use **Single-Card Download Play Mode**. (See "Wireless Communication and Game Play Modes" on pages 19–21.)
13. **Wireless Communication Icon** – Indicates that wireless communication will begin if this panel is selected. (Page 20) **NOTE: Use of wireless devices are prohibited in some locations.**
14. **Alarm ON/OFF Panel** – Touch to turn the alarm on. Can be adjusted from the **Settings Menu**. (Page 26)

9 Using Nintendo DS Game Cards (NTR-005)

1. Make sure that the Nintendo DS Lite is turned off.
2. Insert the Nintendo DS Game Card into the DS Game Card Slot (SLOT-1) on the back of the system and push it gently but firmly until it clicks into place. The label should face towards the bottom of the Nintendo DS Lite. (Illustration 9)
3. Turn the power on. After the **Health and Safety Screen**, the game title will appear. Touch the game title with the Nintendo DS Lite Stylus to start the game (in **Auto Mode** the game will start automatically). Refer to the instruction booklet for the game you are playing for game instructions.
4. To remove a Game Card, first turn the power off. Push the Nintendo DS Game Card into the DS Game Card Slot until it clicks. It will then automatically eject part of the way out of the slot.

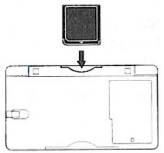


Illustration 9

10 Using Game Boy Advance Game Paks (AGB-002)

IMPORTANT: The Nintendo DS Lite will only work with Game Boy Advance Game Paks. The Nintendo DS Lite is NOT compatible with original Game Boy or Game Boy Color Game Paks.

1. Make sure that the Nintendo DS Lite is turned off.
2. Insert the Game Boy Advance Game Pak into the Game Pak Slot (SLOT-2) on the front of the Nintendo DS Lite. Make sure it is fully inserted into the Game Pak Slot. The label should face towards the bottom of the Nintendo DS Lite. (Illustration 10)
3. Turn the power on. The game title will appear. Touch the game title with the Nintendo DS Lite Stylus to start the game (in **Auto Mode** the game will start automatically). Refer to the instruction booklet for the game you are playing for game instructions.
4. To remove a Game Pak, first turn the power off. Gently slide the Game Pak out of the Game Pak Slot with your thumb.

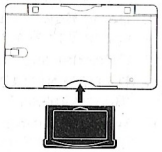


Illustration 10

When you are finished playing, always turn your system off and unplug the Power Supply (if you are using it) from both the wall socket and the Nintendo DS Lite.

Do not wrap the Power Supply cord around the Nintendo DS Lite.

When not in use, close the Nintendo DS Lite to protect the screens from dust or damage.

NOTE: The power will NOT automatically turn off when the system is closed. If you close the Nintendo DS Lite while the power is on, it will automatically switch to power-saving **Sleep Mode**, which still consumes power but at a slower rate. It will resume normal mode when opened again.

IMPORTANT GAME CARD/GAME PAK GUIDELINES:

- Always check the Game Card or Game Pak edge connector for foreign material before inserting it into the Nintendo DS Lite.
- Be sure to orient the Game Card or Game Pak correctly before inserting into the Nintendo DS Lite.
- Do not turn the power off or remove the Game Card or Game Pak while saving game data, as your saved data may be destroyed.
- Do not blow on the Nintendo DS Lite connectors or on the Game Card or Game Boy Advance Game Pak connectors. Moisture in your breath can cause the connectors to malfunction.

11 Wireless Communication and Game Play Modes

NOTE: Use of wireless devices are prohibited in some locations. Please see page 7 for further information.

The Nintendo DS wireless feature allows you to communicate or play games with other people without the use of cables. There are two types of wireless compatible Nintendo DS games.

Wireless DS Multi-Card Play requires one Game Card for each Nintendo DS system used. The number of players that can participate will be indicated under the icon.

Wireless DS Single-Card Download Play requires only one Game Card for one system (Host System). The other players download the game information into their systems (Client Systems) using the wireless feature. The number of players that can participate will be indicated under the icon.

Look for these icons on Nintendo DS game packaging for the type of wireless game play used on specific games and how many players can play simultaneously.

DS Multi-Card Play

1. Make sure that all Nintendo DS systems are turned off, then insert a Game Card into each system. Turn all Nintendo DS systems on.
2. Use the Nintendo DS Lite Stylus to touch the game title on the display to start the game. Refer to the instruction booklet for the game you are playing for game play information.

DS Single-Card Download Play

1. Make sure that all Nintendo DS systems are turned off, then insert a Game Card into the system that will be the Host System. Turn all Nintendo DS systems on.
2. Use the Nintendo DS Lite Stylus to touch the game title on the display of the Host System to start the game.
3. On the Client Systems, touch the DS DOWNLOAD PLAY panel on the **Nintendo DS Menu Screen**.
4. On the **Game Selection Screen**, touch the game title you wish to download (Illustration 11). You will be asked to confirm your choice (Illustration 12). Touch YES to download game information from the Host System. Refer to the instruction booklet for the game you are playing for game play information.

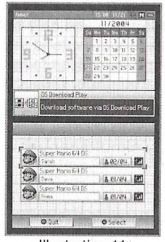


Illustration 11

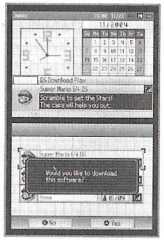
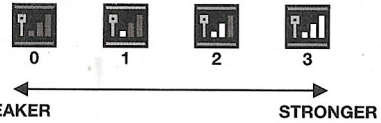


Illustration 12

Wireless Signal Strength

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.



IMPORTANT WIRELESS COMMUNICATION GUIDELINES:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.

- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Nintendo DS Lite is equipped with RF module (802.11), which has a radiated output power of less than 10 mW e.i.r.p. and a maximum spectrum power density of less than –30 dBW/1MHz e.i.r.p. These parameters can be maintained when operated within a temperature range of 0 to 40 degrees Celsius. In accordance with this, Nintendo DS Lite is categorized as Class 1 equipment according to Commission Decision 2000/299/EC.

12 PictoChat™

PictoChat allows you to use the Nintendo DS Lite to send and receive wireless messages and pictures from other Nintendo DS system users (Nintendo DS Lite and Nintendo DS). PictoChat is not an internet application. You can communicate with up to 15 other Nintendo DS system users within the range of your Nintendo DS Lite. Please see page 14 for important Privacy Information.

1. Turn the power on. Select the PICTOCHAT panel from the **Nintendo DS Menu Screen**. (Illustration 13)
2. The **Chat Room Selection Screen** will appear. Select one of the chat rooms to join. (Illustration 14)
   The number in each panel indicates how many people are currently in that chat room. If the total number of participants is already at maximum (16/16), you cannot join that chat room.
   The icon on the right side of the box indicates the signal strength for communicating with that chat room. See page 20 for information about this icon.
   NOTE: If you have problems communicating with other members of a chat room, have everyone switch to a different chat room. Also, review the communication guidelines on the previous page and check for interference.
3. The **PictoChat Screen** will appear for the chat room you have selected. (Illustration 15)

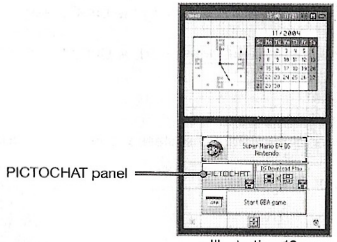


Illustration 13

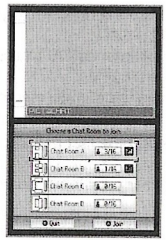


Illustration 14

PictoChat Screen

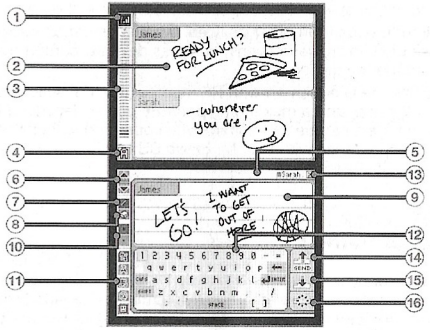


Illustration 15

1. **Signal Strength Icon** – Indicates signal strength for your chat room.
2. **Message Display** – Displays messages or pictures sent or received.
3. **Scroll Bar** – Displays messages or pictures by user colour. Each line represents one message.
4. **Chat Room Letter** – Shows which of the four chat rooms you are in.
5. **Chat Member Bar** – Lists the nicknames of participants in the chat room. Touch the nickname to see that participant's message. (See page 27 on how to create a message.)
6. **Scroll Button** – Scroll up or down through message history.
7. **Pen Tool** – Use for drawing pictures on the Input Board.
8. **Eraser Tool** – Use to erase lines from the Input Board.
9. **Input Board** – Text or lines appear here before selecting SEND.
10. **Pen Thickness** – Select either a thick or thin line for drawing pictures or erasing.
11. **Keyboard Style** – Select from the different keyboard styles. (See "Using the On-Screen Keyboard" on the following page.)
12. **Keyboard Panel** – Use the Nintendo DS Lite Stylus or the ✚ Control Pad, A Button and B Button to select letters for your messages.
13. **Exit Button** – Touch to leave the current chat room.
14. **SEND Button** – Touch to send your message or picture.
15. **Copy Button** – Touch to copy the last message or picture from the Message Display to your Input Board.
16. **Clear Button** – Touch to clear your Input Board of all information.

13 Using the On-Screen Keyboard

The on-screen keyboard functions like a simple computer keyboard. The keyboard style can be selected from the menu on the left side of the keyboard. There are five styles of keyboards, as shown below. (Illustration 16)

Two styles are shown; however, they all work the same way.

Select letters by using either the Nintendo DS Lite Stylus or the ✚ Control Pad, A Button and B Button.

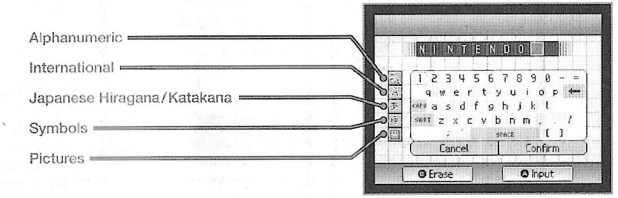
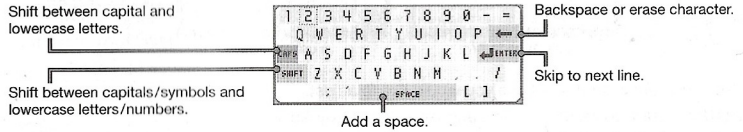
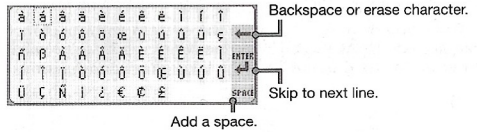


Illustration 16

Alphanumeric


Shift between capital and lowercase letters.
Shift between capitals/symbols and lowercase letters/numbers.
Backspace or erase character.
Skip to next line.
Add a space.

International



14 Settings Menu – Changing System Settings

Various items can be adjusted from the **Settings Menu**. To access the **Settings Menu**, touch the Settings Panel on the **Nintendo DS Menu Screen**. (Illustration 17)

The **Settings Menu** will appear. Each of the four menu panels will open a different set of options you can adjust. (Illustration 18)

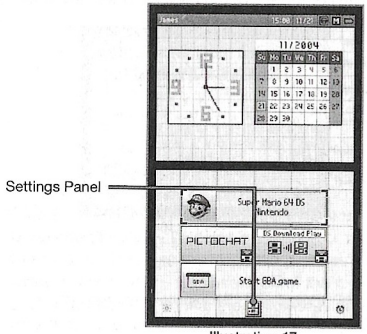


Illustration 17

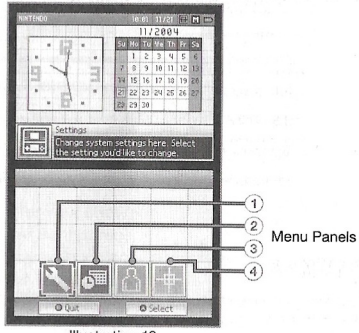


Illustration 18

Select the menu panel for the options you would like to adjust.

1. **OPTIONS:** Start-up Mode, Screen Language, Game Boy Advance Display
2. **CLOCK:** Date, Alarm, Time
3. **USER:** Colour, Birthday, User Name, Message
4. **TOUCH SCREEN**

See the following pages for a description and instructions for each option.

NOTE: Once you have finished with the system settings, touch QUIT. A confirmation message will then appear. If you touch YES, the Nintendo DS Lite will be turned off automatically. Turn the power on to see the new settings take effect and resume using the Nintendo DS Lite.

OPTIONS

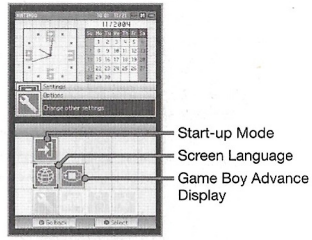


Illustration 19

- **Start-up Mode (START-UP)**
  This option sets the mode the Nintendo DS Lite will start in when the power is turned on. Select from A AUTO MODE or M MANUAL MODE.
  In **Auto Mode**, the Nintendo DS Lite will load a game if there is a Game Card or Game Pak in either slot. The Nintendo DS Lite will load the Game Card first if both slots have games in them. If no game is loaded, the **Nintendo DS Menu Screen** will appear.
  In **Manual Mode**, the **Nintendo DS Menu Screen** will appear. (Illustration 20)
- **Screen Language (LANGUAGE)**
  This option sets the language used for non-game functions like menus. (Illustration 21)
- **Game Boy Advance Display (GBA MODE)**
  This option allows you to set which screen (upper or lower) you would like to use as the game screen when a Game Boy Advance game is played on the Nintendo DS Lite. (Illustration 22)

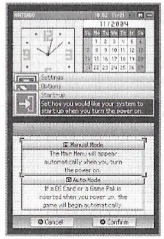


Illustration 20

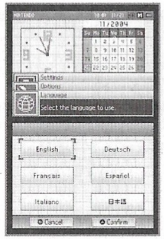


Illustration 21

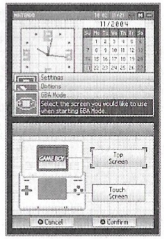


Illustration 22

CLOCK

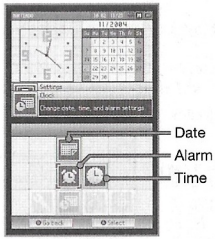


Illustration 23

- **DATE**
  This option sets the MONTH, DAY, and YEAR for the system calendar. Touch the up/down arrows to adjust the numbers. Select CONFIRM when you are finished setting the date. (Illustration 24)
- **ALARM**
  This option allows you to use the Nintendo DS Lite as an alarm. When the alarm is turned on, you will not be able to use the Nintendo DS Lite in any other mode until the alarm is turned off. The alarm can be turned off by pressing any button (except the L and R Buttons) or by touching the Touch Screen.
  Touch the up/down arrows to adjust the numerals. Select CONFIRM when you are finished setting the time. (Illustration 25)
- **TIME**
  This option sets the time for the system clock. Touch the up/down arrows to adjust the numbers. Select CONFIRM when you are finished setting the time. (Illustration 26)

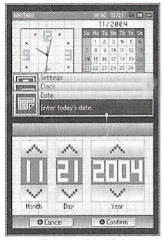


Illustration 24

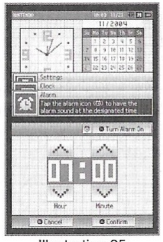


Illustration 25

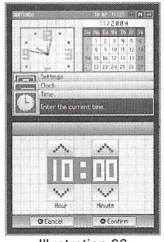


Illustration 26

USER

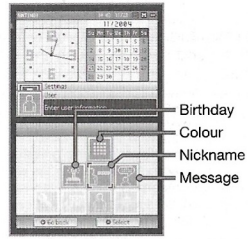


Illustration 27

- **COLOR**
  Touch the colour sample to set the background screen colour. Select CONFIRM when you are finished selecting your colour. (Illustration 28)
- **BIRTHDAY**
  Touch the up/down arrows to adjust the numbers. Select CONFIRM when you are finished setting the date. (Illustration 29)
- **USER NAME**
  This option allows you to enter your nickname. Your nickname may appear during PictoChat on other participants screens. We recommend selecting a gender neutral nickname. (See page 14 for important Privacy Information.)
  Use the on-screen keyboard to enter up to ten characters. (Illustration 30)
- **MESSAGE**
  This option allows you to enter a message. Your message may appear during PictoChat on other participants screens. (See page 14 for important Privacy Information.)
  Use the on-screen keyboard to enter up to 18 characters. (Illustration 31)

See page 23 for information on how to use the on-screen keyboard.

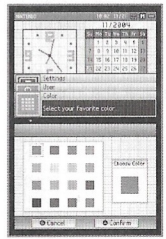


Illustration 28

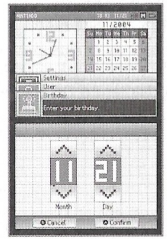


Illustration 29

Illustration 30

Illustration 31

TOUCH SCREEN

Select this option to realign the Nintendo DS Lite Stylus with the Touch Screen. Follow the on-screen instructions and carefully touch the indicated marks on the Touch Screen. (Illustration 32)

Illustration 32

15 Nintendo Wi-Fi Connection

The Nintendo Wi-Fi Connection (Nintendo WFC) allows you to play games over the internet, either at home or at an internet hotspot, using a Nintendo DS system and a Nintendo WFC compatible Nintendo DS game.

Always look for this icon on the packaging of Nintendo DS Game Cards designed to use the Nintendo WFC feature.

To play games over the internet at home, you will need:

- An active broadband internet account.

AND

- A wireless access point, such as a wireless router or the Nintendo Wi-Fi USB Connector.

Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with all Nintendo WFC compatible games for more information on playing Nintendo DS games over the internet, and visit www.nintendowifi.co.uk

16 Troubleshooting

Before seeking assistance, check the following information.

Problem	Solution
The screen stays blank even though the power is on.	• Make sure the Battery Pak is charged. The Power Indicator LED should light red or green depending on how much charge is in the battery. • Turn the power off. Wait a few moments, then turn the power on. • Turn the power off. Remove game and reinsert it, then turn the power on. • If you are using the Power Supply, make sure it is securely connected to both the Nintendo DS Lite and the wall socket.
Image appears but there is no sound.	• Try adjusting the volume control. • If headphones are attached to the Nintendo DS Lite, sound will not come through the speakers. • If you are using headphones, make sure they are securely plugged into the audio jack. • Some games may have no sound during parts of the game.
Image appears but system is locked up.	• Make sure the game is inserted completely into the appropriate slot. • Turn the power off. Remove game and reinsert it, then turn the power on. • Make sure the game edge connector and game slots are clean and free of foreign material.
Battery life seems short and charging takes a long time.	• Make sure the surrounding temperature is above 10 degrees Celsius. Low temperatures will adversely affect battery performance. • Battery life may also decrease over time. After 500 recharges, battery life may be only 70 % of the battery life at the time of purchase.
Game Boy Game Pak does not fit into the Nintendo DS Lite.	• Make sure you are using a Game Boy Advance Game Pak (AGB-002). SLOT-2 on the Nintendo DS Lite will only work with Nintendo DS accessories and Game Boy Advance Game Paks.
Wireless game play or communication does not work.	• Make sure the game supports wireless game play. • For Multi-Card Play, each Nintendo DS system must have a Game Card inserted. • Make sure all Nintendo DS systems are within 10 metres (30 feet) or less of each other to begin with. The signal strength should be at least two bars. • Review the instruction booklet for the game you are playing for correct setup instructions.

Problem	Solution
Wireless game play or communication seems interrupted or unstable.	• Make sure all Nintendo DS systems are within 10 metres (30 feet) or less of each other to begin with. The signal strength should be at least two bars. • Make sure there are no obstructions between the systems. • Make sure the systems are facing each other. • Make sure the batteries are charged. • Check for interference from other devices (wireless LAN, microwave ovens, cordless devices, computers), and move to another location or turn off the interfering device if necessary.
PictoChat doesn't work.	• Make sure there are not more than 16 participants in one chat room. • Try switching all participants to a different chat room. • Review the Wireless Signal Strength and PictoChat sections on pages 20–21.
The Touch Screen doesn't work.	• Make sure you are using the Nintendo DS Lite Stylus on the correct area of the Touch Screen. • Check the alignment of the Nintendo DS Lite Stylus contact point using the Touch Screen adjustment (see page 28). • Review the instruction booklet for the game you are playing for correct operation of the Nintendo DS Lite Stylus. • If your Touch Screen is scratched, dirty or contaminated with foreign material, follow the screen cleaning procedure on page 13.
The microphone doesn't work.	• Only games designed to use the microphone feature will work with the microphone. Make sure the game you are playing includes this feature. • If using an external microphone, make sure it is plugged securely into the appropriate audio jack.
When the power is turned off there is an after-image left on the screen.	• An after-image may appear on the screen after turning the power off. This after-image will not damage the Nintendo DS Lite and will disappear after a short time.
When playing Game Boy Advance games, the Multi-player features don't work.	• Multi-player features on Game Boy Advance games don't work on the Nintendo DS Lite.
Voice recognition is not working.	• Voice recognition will vary between individuals, and some voices might be unrecognisable. Please refer to the instruction booklet for the game you are using for further details.

If your Nintendo DS Lite still does not operate correctly after trying the above remedies, please call the Nintendo Service Centre.

17 Disposal of this Product at the End of its Life

At the end of this product's life, please do not dispose of this product in your general household waste. Instead, please dispose of this product separately in accordance with your local recycling laws and regulations. For more information on the separate collection systems for waste electrical and electronic equipment that are available for consumers, free of charge, near your home, please contact your local municipal authority.

As an alternative and if you plan to buy an equivalent new product, you may be able to bring this product to your local retailer who, in exchange for your buying an equivalent new product, may take back this product and arrange for its recycling. However, we would suggest that you first double-check with your local retailer whether they will offer you this service.

Either way, this product will then be treated in an environmentally sound manner at a licensed recycling plant and its components will be recovered, recycled or reused in the most efficient way possible, in compliance with the requirements of the Directive on Waste Electrical and Electronic Equipment (2002/96/EC) of 27 January 2003.

Under applicable environmental laws, you should always use the available separate collection systems for waste electrical and electronic equipment. In some countries, failure to use these systems may even result in sanctions being taken against you.

Notes:

1. Waste electrical and electronic equipment may contain hazardous substances, which, if not treated properly, can be harmful to the environment and human health. Specific treatment of waste electrical and electronic equipment is therefore indispensable.
2. All Nintendo electrical and electronic equipment that is subject to the above Directive is designed in a way which takes full account of, and facilitates, its possible repair, upgrading, reuse, dismantling and recycling.
3. Nintendo and its official distributors support recycling schemes in each European country and are committed to using the best available treatment, recovery and recycling techniques in order to ensure both human health and high environmental protection.
4. The crossed-out wheeled bin symbol (see below) is affixed to all relevant Nintendo electrical and electronic equipment that has been put onto the market by Nintendo or its official distributors on or after 13 August 2005. The symbol means that these products must be collected separately from other waste at the end of their life, in order to ensure maximum recovery and environmentally sound disposal.

12 MONTHS WARRANTY – NINTENDO DS LITE HARDWARE

CONSUMER WARRANTY

Subject to the terms and exclusions below, Nintendo of Europe GmbH ("Nintendo") warrants to the original consumer purchasing this product that, for a period of twelve (12) months from the date of the original purchase by a consumer, this product is free from defects in material and workmanship at the time of such purchase.

To make a valid claim under this warranty, the original purchaser must notify Nintendo of any defect in this product within 12 months from the date of original purchase and must return this product to Nintendo within 30 days of notifying Nintendo of any such defect. If, having inspected this product, Nintendo accepts that this product was defective at the time of the original purchase, Nintendo will (in its sole discretion) either repair or replace the defective part or the product itself without charge.

This warranty does not affect your statutory rights.

EXCLUSIONS

This warranty does not cover any:

- products purchased outside the European Economic Area;
- ex-rental or second-hand products or products that are or have been used for commercial purposes;
- defects in this product that are caused by accidental damage, the purchaser's and/or any third party's negligence, unreasonable use, modification, inappropriate repair, use with products not sold or licensed by Nintendo (including, but not limited to, non-licensed game enhancements, copier devices, adapters or power supplies), use of this product otherwise than in accordance with Nintendo's instructions booklet or any other instructions provided with this product, or any other cause unrelated to defects in material and workmanship; and
- gradual decrease over time in the capacity and performance of the Nintendo DS Lite Lithium Ion Rechargeable Battery Pak (USG-003) (which, for the avoidance of doubt, will not be deemed to be a defect in material or workmanship of this product).

HOW TO MAKE A CLAIM

To notify Nintendo of a defect covered by this warranty, please contact:

Nintendo Service Centre
Codestorm House, Walton Road, Farlington, Hampshire P06 1TR, Tel: +44 (0) 870 60 60 247
(calls are charged at National Rates for UK customers and at International Rates for Irish customers – please obtain permission from the person responsible for the bill before calling).

When sending the product to the Nintendo Service Centre, please:

1. use the original packaging where possible;
2. provide a description of the defect;
3. attach a copy of your proof of purchase, ensuring that it contains the date of purchase of this product; and
4. ensure that it is received by Nintendo within 30 days of the original notification of a qualifying defect.

If the above 12 month warranty period has expired at the time the defect is discovered or if the defect is not covered by this warranty, Nintendo may still be prepared to repair or replace the part causing the defect or the product itself (at its sole discretion). For further information about this and, in particular, the details of any charges for such services, please contact:

Nintendo Service Centre
Tel: +44 (0) 870 60 60 247
(calls are charged at National Rates for UK customers and International Rates for Irish customers – please obtain permission from the person responsible for the bill before calling).

Call our 24 hour automated games hotline
for assistance on selected Nintendo software.
The games on this line are being updated frequently.

To call the automated hotline, dial

09067 53 50 40

(touch-tone phones only, please dial carefully).

Calls to the automated hotline currently cost 75 pence per minute
(charge correct at time of printing – February 2006 –
but is subject to change without prior notice).

A call to the automated hotline will cost no more than £3
and your call may be brought to an end automatically in order
to ensure that this cost is not exceeded.

You must gain the permission of the person responsible for paying
the telephone bill before phoning the automated hotline.

NOTES

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Nintendo
D-63760 Großostheim

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PLEASE RETAIN THE PACKAGING. VERPACKUNG AUFHEBEN.
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ΣΥΣΚΕΥΑΣΙΑ. FAVOR GUARDAR A EMBALAGEM. SPARA
FÖRPACKNINGEN. GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.
CONSERVARE QUESTA CONFEZIONE.

NINTENDO DS™ Lite conforms to:

- TOY Directive (88/378/EEC)
- EMC Directive (89/336/EEC)
- Low Voltage Directive (73/23/EEC) for Power Supply
- Radio and Telecommunications Terminal Equipment Directive (1999/5/EC)

DECLARATION OF CONFORMITY

Nintendo hereby declares that this "Nintendo DS Lite" is in compliance with the essential requirements and other relevant provisions of directive 1999/5/EC. This Declaration of Conformity is published on our website. Please visit **http://doc.ds.nintendo-europe.com**

PATENT INFORMATION

European Patent Numbers: 437,630; 470,615; 473,390; 473,392; 487,266; 487,267; 487,299; D235,601-1/4; D248,653-1/3; D285,192-1.
United Kingdom Patent Numbers: 2,219,699; 2,247,107.

Other patents pending.

UK and Ireland:
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www.nintendo.co.uk

Nintendo®